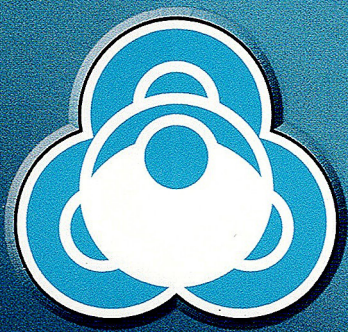




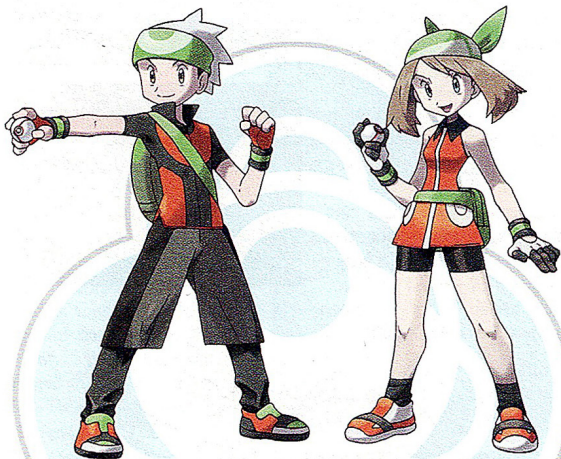
The Official
Frontier
Battle Pass

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POKÉMON[®]

EMERALD VERSION

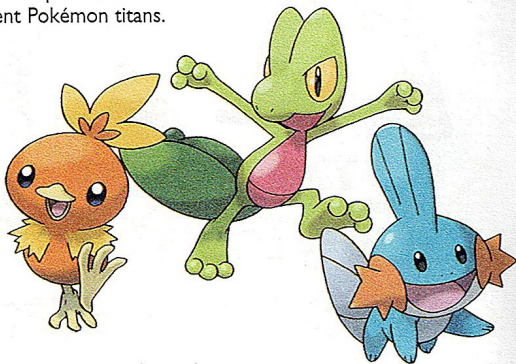


The Official
Frontier
Battle Pass



Welcome Hoenn

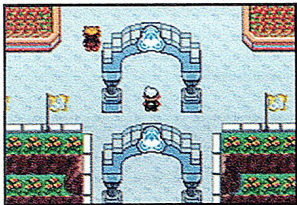
The land of Hoenn is an expansive region filled with lush countrysides, sun-baked deserts and grumbling volcanoes encircled by cool blue waters. You'll rarely feel alone in this huge place, as Hoenn's citizens will always take pause for a friendly chat or spirited Pokémon battle with you. Even more wondrous are the dozens of wild Pokémon you'll encounter on your quest to catch and catalogue every single one. You'll soon find out that your purpose is much larger, as you'll be tasked with settling an epic clash between ancient Pokémon titans.





The New Battle Frontier

You'll notice that a few things have changed since your last adventure in Hoenn. In addition to the many new characters and Pokémon unique to Pokémon Emerald, the most significant change is your newly granted access to the Battle Frontier. It is a place accessible by invitation, and only elite Trainers who have been inducted into the Hall of Fame are worthy to accept the challenges that await on this secret island. Defeat the Elite Four and the Champion Trainer and etch your name in the history books. Once your fame has spread throughout Hoenn, meet your talent scout friend Scott onboard the S.S. Tidal. He'll hand over the coveted Battle Frontier Pass, which will enable you to travel there by ferry. Take all the time you need to train for the gauntlet ahead, as the difficulty level of skirmishes will put your battle strategies to the test.



I'm your guide to the various facilities here in the BATTLE FRONTIER.

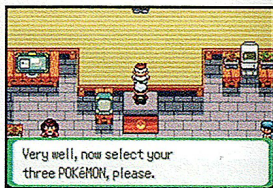


Three vs. Three Battle!

Some facilities in the Battle Frontier, such as the Battle Arena, limit your party size to three Pokémon of your choice. In some cases you can make your selections from your own stable of Pokémon, while other tournaments require you to rent from their stock. Smaller rosters force you to react quickly, as you won't have extra fighters to call in if your front line goes down.



Choose your party wisely. Several facilities specialize in three vs. three Pokémon battles exclusively.



Once you decide your tournament event, the host will ask you to make your selections.



Certain Pokémon, like Kyogre, are exempt from entering Battle Frontier tournaments.



Read the summary of each rental Pokémon before rushing into battle.

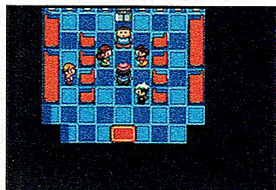


Frontier Symbols

There are seven combat facilities in the Battle Frontier. Each uniquely designed hall hosts its own competitions that are governed by a single Frontier Brain. Hardy Pokémon Trainers who conquer an arena multiple times will earn themselves a silver or gold symbol. Collecting these Frontier Symbols is not easy—there are numerous Trainers, even wild Pokémon, that stand in your way before you can fight a Brain.



Speak with the Battle Frontier concierge to learn about Frontier Symbols.



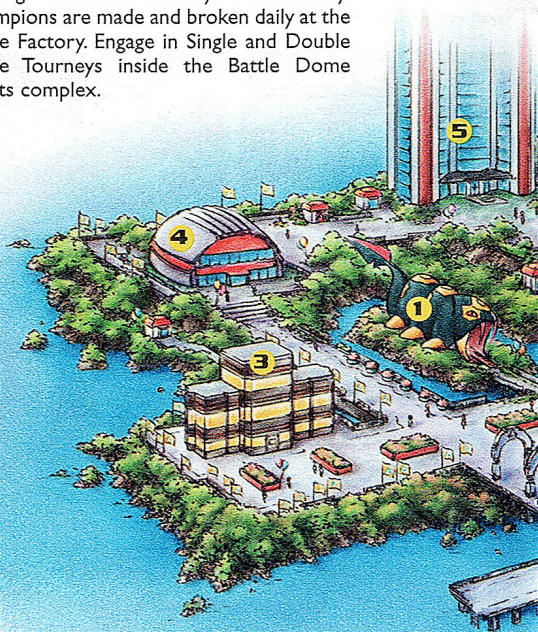
After you acquire three Silver Symbols, speak with the members of the Gamer Group.





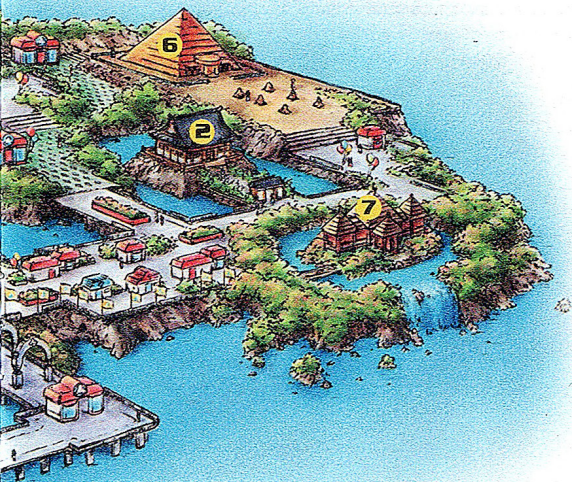
Battle Frontier Map

Battle Frontier arenas may be conquered in any order. We've marked all seven on this map to help you get a sense of the sheer size of this Trainer proving ground. The Battle Pike is a fearsome, serpent-shaped facility where you can enter the Battle Choice competition. Don't let the serene dojo-like architecture of the Battle Arena fool you—winning the Set KO Tourney won't be easy. Champions are made and broken daily at the Battle Factory. Engage in Single and Double Battle Tournaments inside the Battle Dome sports complex.



Call Out Key

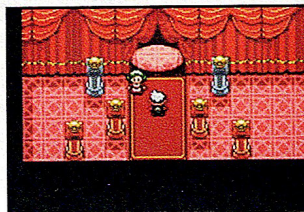
- ① Battle Pike
- ② Battle Arena
- ③ Battle Factory
- ④ Battle Dome
- ⑤ Battle Tower
- ⑥ Battle Pyramid
- ⑦ Battle Palace





Battle Pike

Step through the fanged, gaping maw and enter the legendary Battle Pike if you dare. Waiting for you behind burgundy curtains are untold challenges. Before you can fight, you'll first have to navigate a series of mysterious passageways. If you lose your way, perhaps you could ask a kind stranger for directions. Beware of who you talk to, as anyone you encounter could potentially take you down and crush your dreams of stardom.



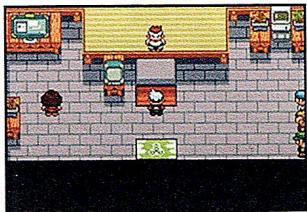
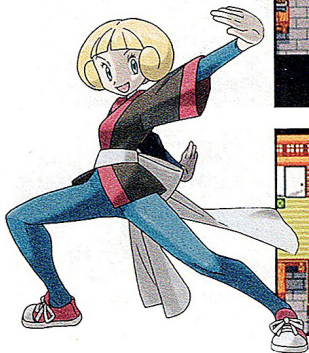


Battle Arena

The Battle Arena rests quietly on a tree-lined jetty in the southeastern quarter of the Battle Frontier. For a Trainer to compete in the arena's Set KO Competition, you must first select three Pokémon from your roster. Choose their



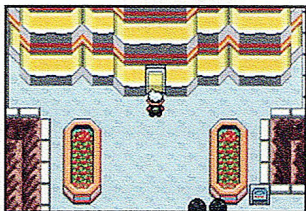
order wisely, as they will appear in sequence for each match and cannot be switched out. If neither Pokémon wins after three turns, judges will decide the outcome based on three criteria: Mind (points are awarded to the Pokémon showing the most guts), Skill (best use of moves) and Body (most vitality).



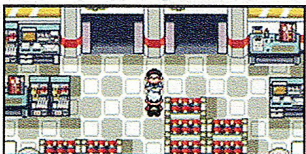


Battle Factory

Wrapped in a shell of painted cement and plate glass, the Battle Factory rises high into the sky. Walk to the Battle Frontier's southwest side and gaze at this landmark of progress before stepping inside to tackle both Battle Swap events.



Choose three rental Pokémon as your fighting force against seven Trainers for one-on-one and double battles. Prior to each match, you will be briefed on your opponent and you will be given the opportunity to replace one Pokémon on your team if you choose.

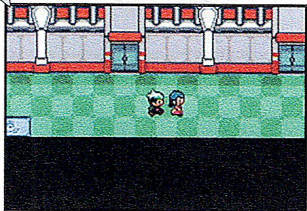
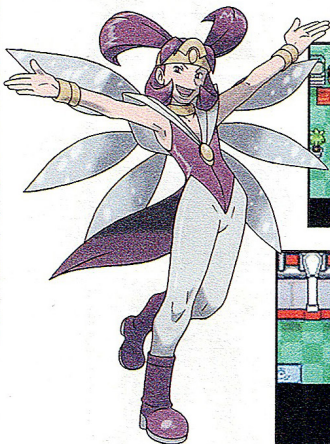


I've conducted a little investigation into your upcoming opponent.



Battle Dome

Stroll to the northwest section of the Battle Frontier, and you'll find the Battle Dome in all its glory. This sports entertainment complex hosts single and double Pokémon battles, but unlike the Battle Factory, you are allowed to choose from three of your own Pokémon. In each battle, one Pokémon from your trio must be held in reserve while the other two can fight. Examine your opponent's team before the match so you can make an educated strategic decision before benching a critical Pokémon.





Brain Tease

Three more facilities are left for you to explore and conquer. That also means there are three more Frontier Brains you'll have to defeat before you've tamed the seven wild arenas of the Battle Frontier.





Advanced Moves

There are many moves a Pokémon can learn, and some are more effective than others in the heat of battle. We've listed a few examples of some powerful moves you should consider using when the time is right.



Yawn

While the Yawn attack does no damage, it will put most foes to sleep for several turns. Pummel your nemesis in its sleep or swap your current Pokémon for one better suited.



Roar

If your current Pokémon is having a tough time with a wild adversary, scare it off with a deep, throaty Roar attack. In Trainer bouts, this will cause Pokémon to be switched out.



Fakeout

Get in the first shot with the Fakeout move. If successful, it'll cause your opponent to flinch and miss the first turn.



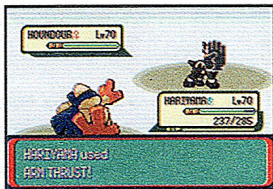
Hydro Pump

Blast enemies (especially those that are extra-sensitive to water attacks) with the Hydro Pump for a quick victory.



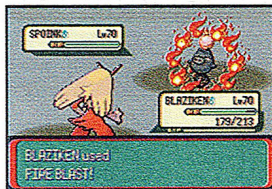
Fly

The Fly attack is spread out over two turns and often successfully protects your Pokémon from taking first turn hits.



Arm Thrust

Teach your Fighting Pokémon the Arm Thrust move. You'll hit your target two to five times per turn for heavy damage.



Fire Blast

This incendiary assault not only inflicts major pain on your enemy, but it has a 10% chance of causing Burn status.



Steel Wing

Put down pesky opponents with a Steel Wing attack from your Flying Pokémon.



Ice Beam

Some Pokémon are vulnerable to cold attacks like Ice Beam. If you're lucky, you may just freeze your challenger.



Sky Uppercut

Knock Fighting Pokémon on their kiesters with the powerful Sky Uppercut.



Battle Basics

There are many ways to best your opponent, and every Trainer you encounter will have their own strategy. Learn the subtle differences between each Pokémon type and you'll strut your victory dance every time.

Know Your Foe

Water can tame a raging fire the way a rock breaks scissors. Know the elemental leanings of your Pokémon and get the upper hand in combat. Here's a visual example.

TORCHIC

TYPE: FIRE



Once it knows the Fire-type Ember attack, Torchic can scorch Grass-type Pokémon.

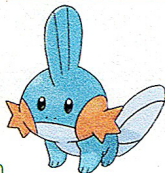
After learning the Water-type Water Gun attack, Mudkip can drown Fire-type Pokémon with damage.



TREECKO

TYPE: GRASS

After it picks up the Grass-type Absorb attack, Treecko can lash Water-types severely.

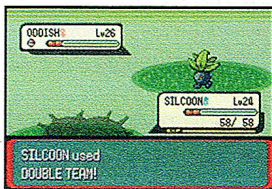


MUDKIP

TYPE: WATER

The Best Offense is a Good Defense

There are a variety of non-offensive battle moves that boost your own stats, or lower those of your opposition. Consider starting a battle with one of these attacks.



Double Team

You can raise your Pokémon's evasiveness with Double Team, making them harder to hit.



Growl

Cause your foe to quake in fear with Growl. It won't boost your defense, but it'll lower theirs by one point.

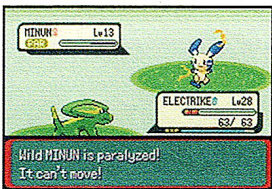
The Gift That Keeps on Giving

Certain moves are useful even if they don't knock huge amounts of HP off your foe. Consider poisoning or paralyzing opponents during drawn out fights.



Poison Fang

Poisoned Pokémon will lose a small amount of health each turn they are affected.



Spark

Shock opposing Pokémon with Spark—you'll dish out pain with a good chance that you'll paralyze them for several turns.



Battle Chart

Keep this essential Battle Chart handy. It details every known Pokémon type, their strengths and their weaknesses in relation to other Pokémon.

OPPONENT'S POKÉMON TYPE

PHYSICAL
ATTACKS

SPECIAL
ATTACKS

YOUR ATTACK TYPE

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON	DARK	STEEL
NORMAL												-	=			-
FIRE		-	-		+	+					+	-		-		+
WATER		+	-		-			+				+		-		
ELECTRIC			+	-	-			=	+					-		
GRASS		-	+		-		-	+	-		-	+		-		-
ICE		-	-		+	-		+	+					+		-
FIGHTING	+					+		-		-	-	+	=		+	+
POISON					+			-	-			-	-			=
GROUND		+		+	-			+		=		-	+			+
FLYING				-	+		+				+	-				-
PSYCHIC						+	+			-					=	-
BUG		-			+		-	-		+			-		+	-
ROCK		+				+	-		-	+		+				-
GHOST	=									+			+		-	-
DRAGON														+		-
DARK						-				+			+		-	-
STEEL		-	-	-		+						+				-

DAMAGE MULTIPLIERS

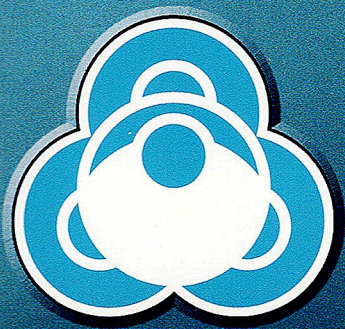
x2	Damage for + attacks
x2	Critical-hit damage for lucky strikes
x1.5	Damage if the attack type matches the attacking Pokémon's type
x0.5	Damage for - attacks
x0	Damage for = attacks

PHYSICAL ATTACKS

When slamming a foe with a physical attack (types noted in black), the aggressor's Attack stat pushes the direct damage higher, while the target's Defense stat drives the damage lower.

SPECIAL ATTACKS

When lashing a defender with a special attack (types noted in green), the aggressor's Special Attack and the target's Special Defense influence the direct-damage amount.



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